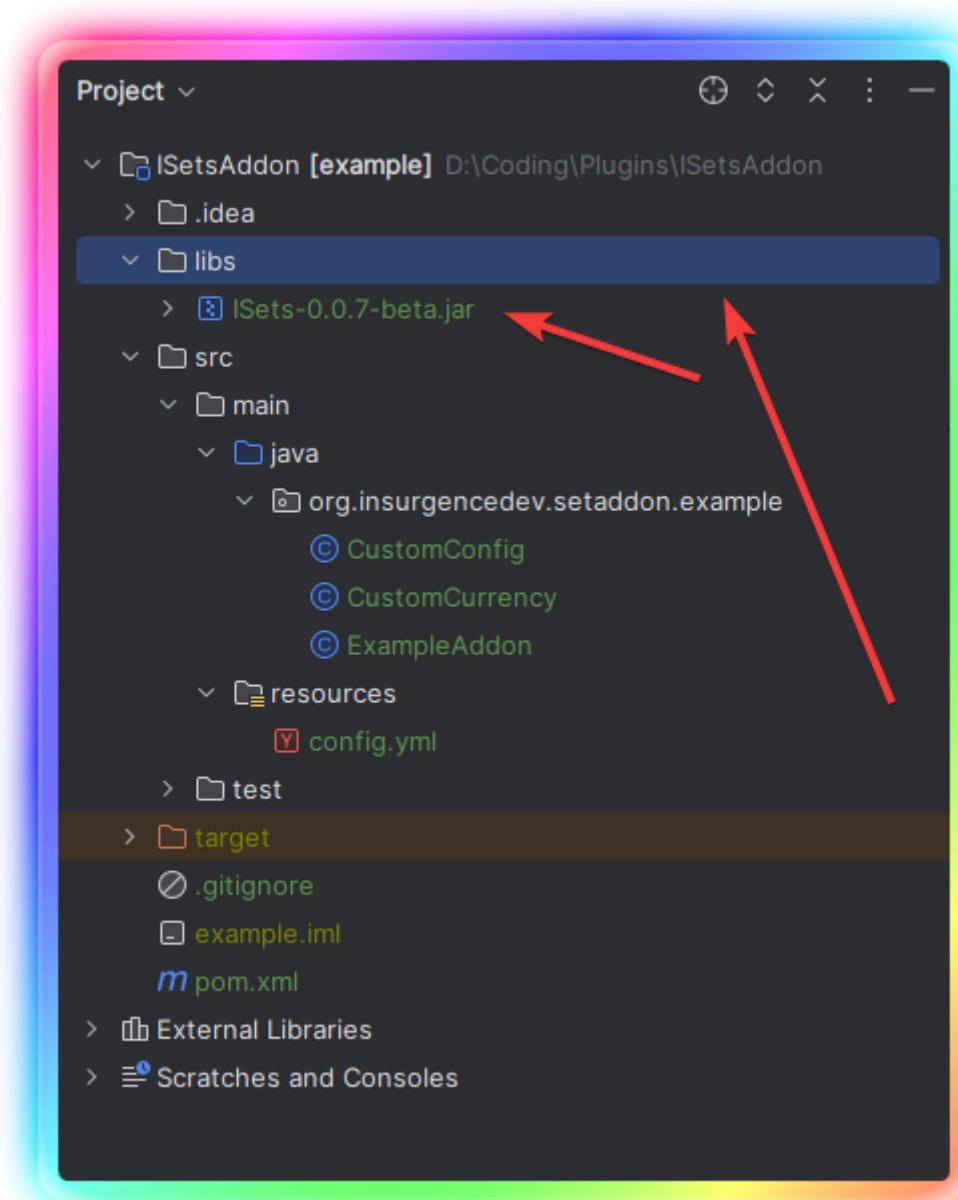


# Creating An Addon

Setup a new project then right click the project and create a directory called libs.

Once that is done drag in the latest version of ISets

Download example project [here](#)



## Setting up the pom.xml

You will have to add a dependency pointing to ISets in the libs folder, and you will also need to add a dependency for the spigot api

```
<dependency>
  <groupId>org. insurgedev</groupId>
  <artifactId>insurgencesets</artifactId>
  <version>LATEST</version>
  <scope>system</scope>
  <systemPath>${project.basedir}/libs/ISets-0.0.7-beta.jar</systemPath>
</dependency>
<dependency>
  <groupId>org. spigotmc</groupId>
  <artifactId>spigot-api</artifactId>
  <version>1.20.2-R0.1-SNAPSHOT</version>
</dependency>
```

## Setting up the main class

```
package org. insurgedev. setaddon. example;

import org. insurgedev. insurgencesets. api. addon. ISetsAddon;
import org. insurgedev. insurgencesets. api. addon. InsurgenceSetsAddon;
import org. insurgedev. insurgencesets. libs. fo. Common;
import org. insurgedev. insurgencesets. models. currency. CurrencyManager;

@ISetsAddon(name = "ExampleAddon", version = "1.0.0", author = "Insurgence Dev Team",
description = {"This is a test", "addon it serves no purpose", "other than for testing"})
public class ExampleAddon extends InsurgenceSetsAddon {

  @Override
  public void onAddonStart() {
  }

  @Override
  public void onAddonReloadablesStart() {
  }
```

```
@Override  
public void onAddonReload() {  
}  
  
@Override  
public void onAddonStop() {  
}  
  
}
```

## Creating a config for your addon

Create a new class and name it whatever you want, then extend `AddonConfig`.

In the constructor, use `loadAddonConfig()`. First argument is the location to the default config located in resources.

```
package org.insurgencedev.setaddon.example;  
  
import org.insurgencedev.insurgencesets.api.addon.AddonConfig;  
  
public class CustomConfig extends AddonConfig {  
  
    public static String TEST_STRING = null;  
  
    public CustomConfig() {  
        loadAddonConfig("config.yml", "config.yml");  
    }  
  
    @Override  
    protected void onLoad() {  
        TEST_STRING = getString("Test");  
    }  
}
```

---

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